

FIG. 1

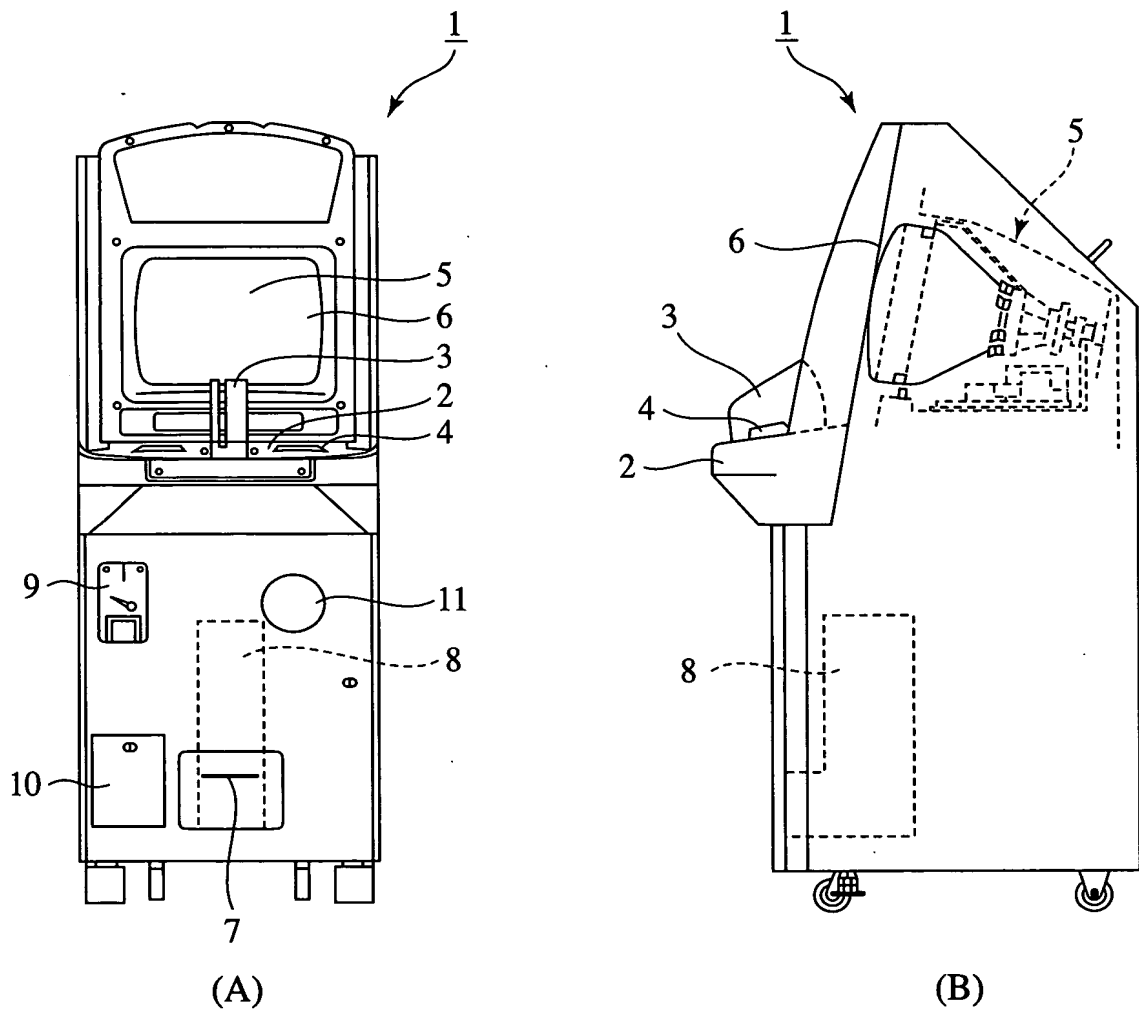


FIG. 2

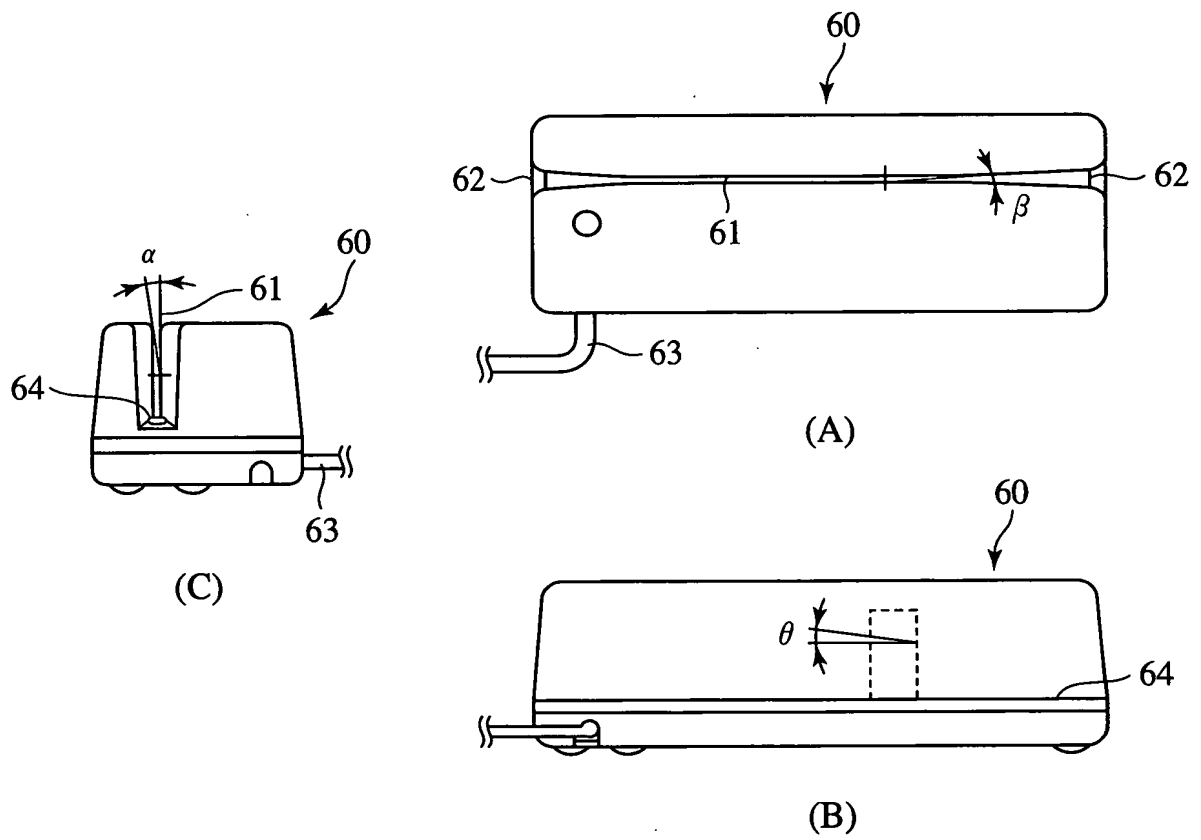
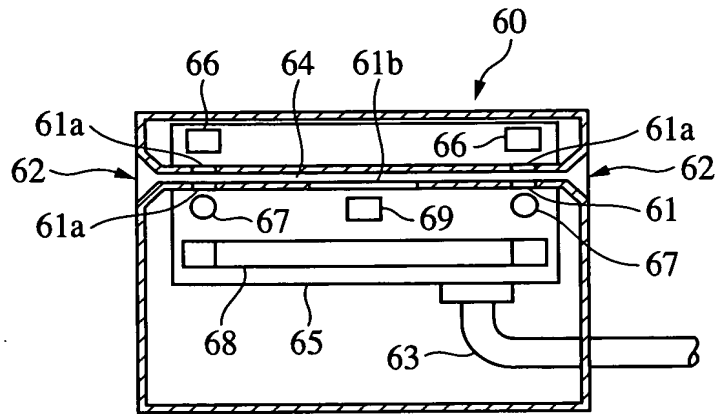
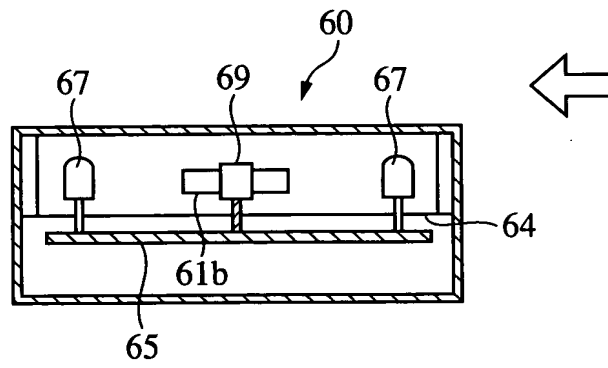


FIG. 3



(A)



(B)

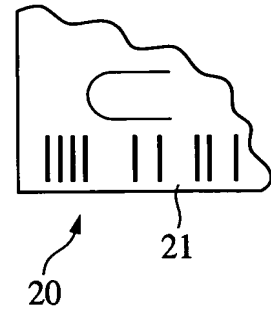
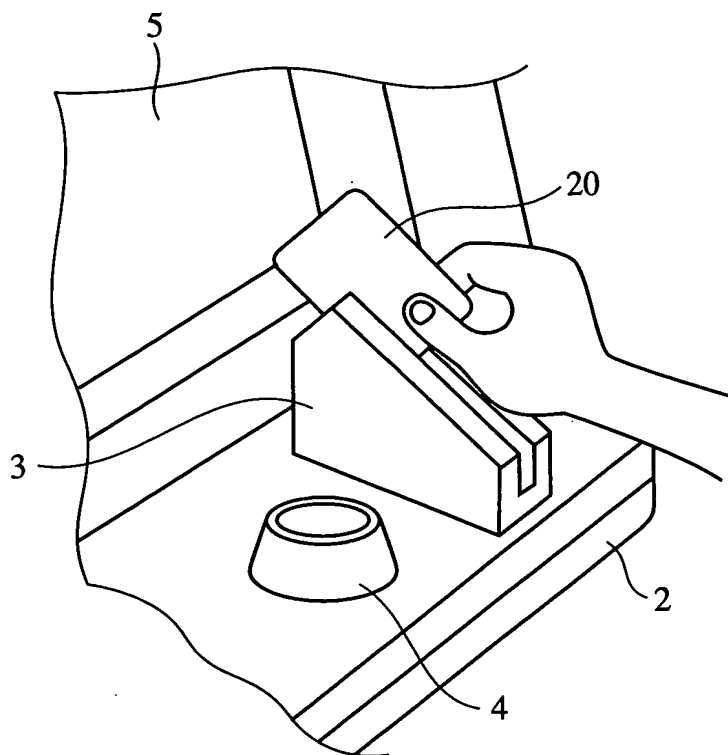


FIG. 4



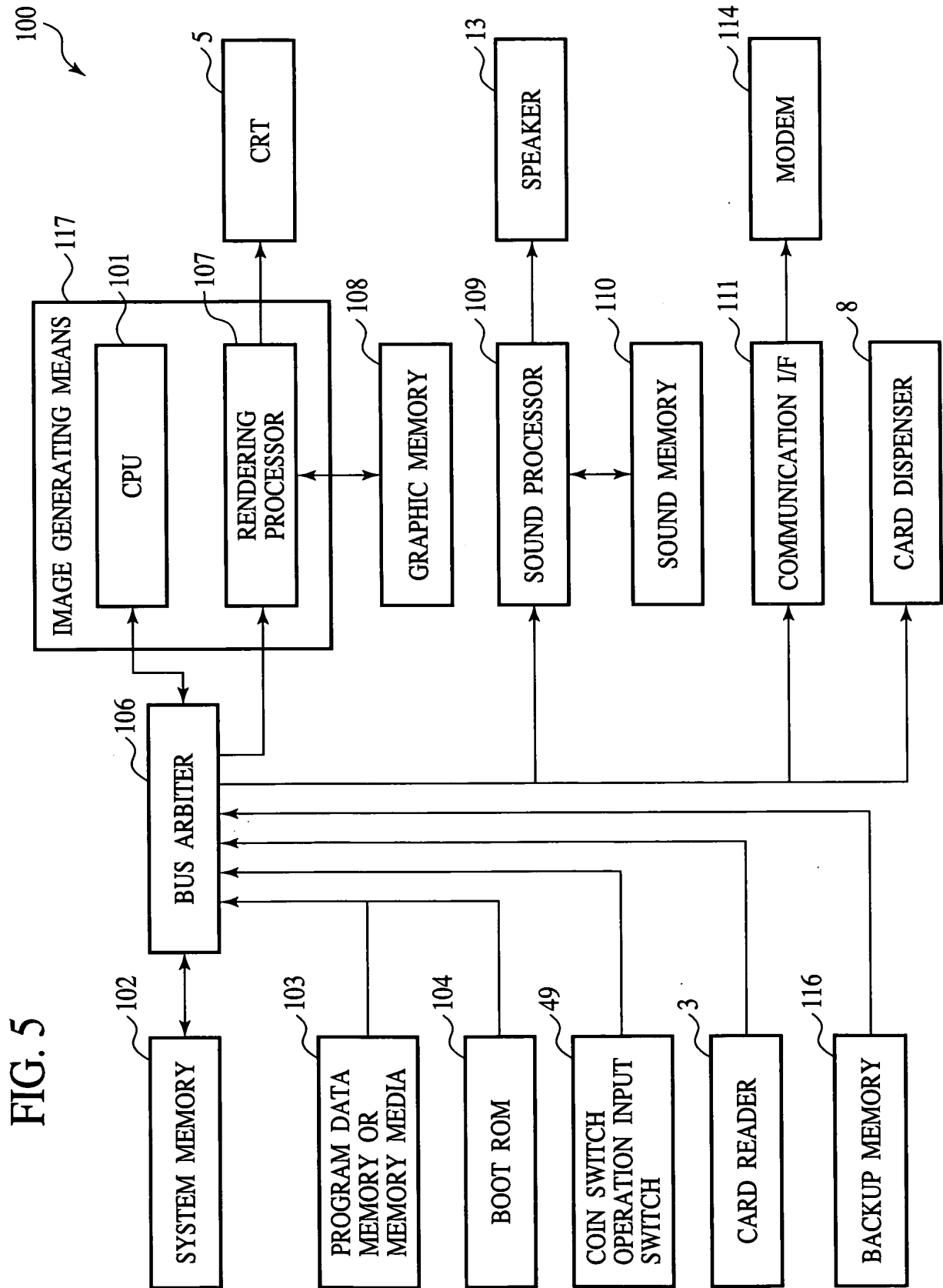
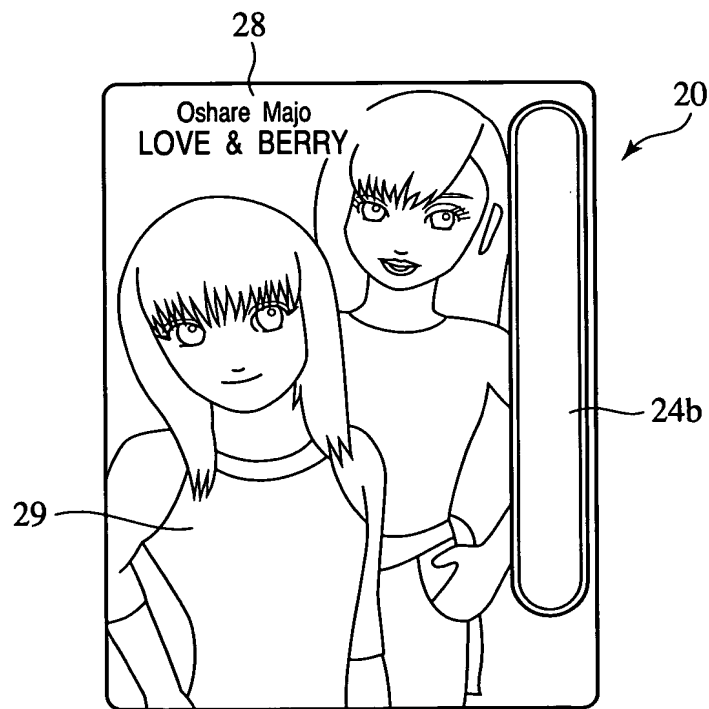
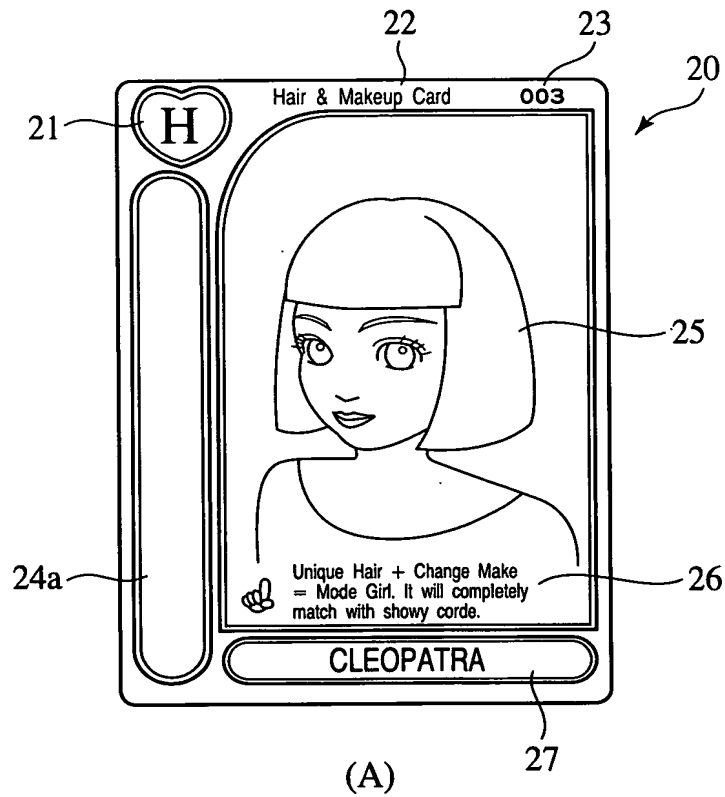


FIG. 6



(B)

FIG. 7

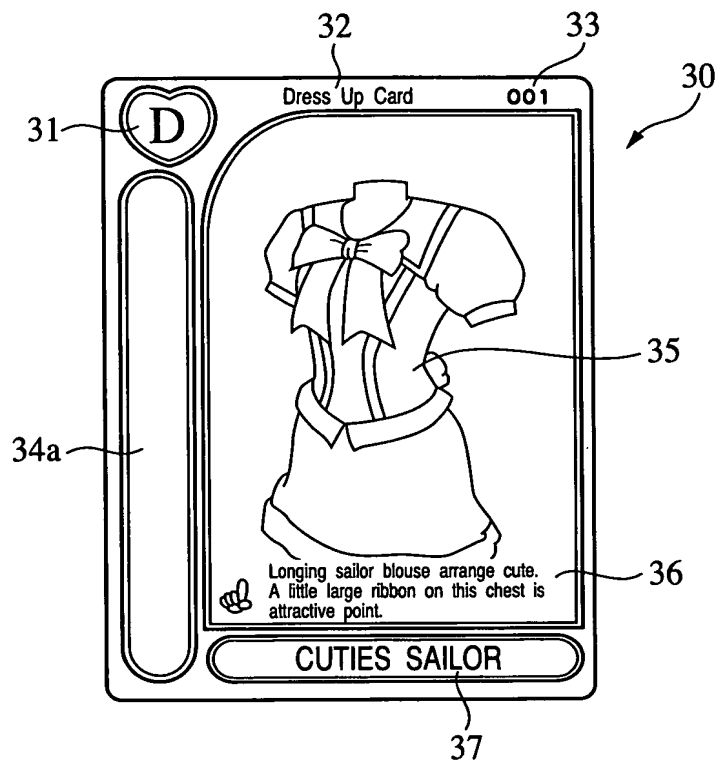


FIG. 8

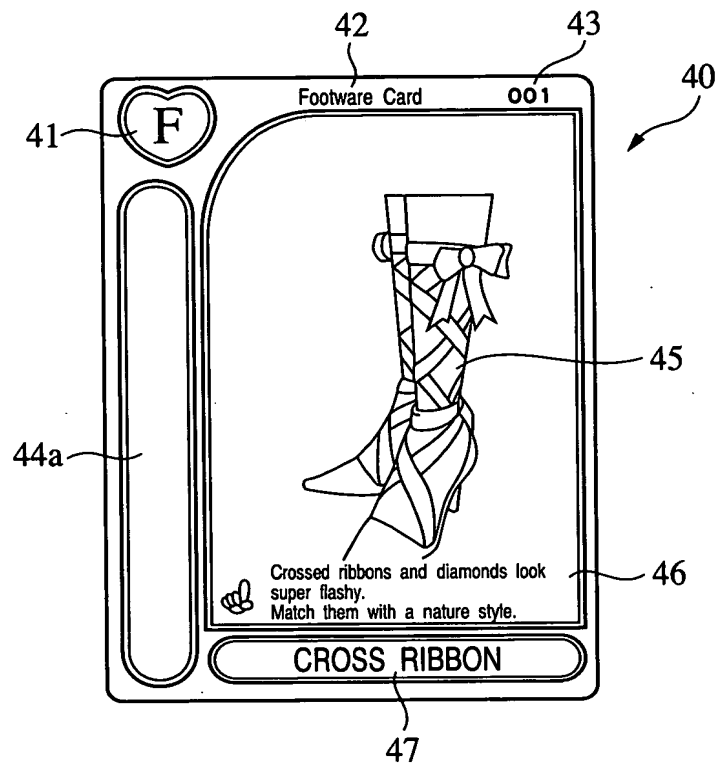
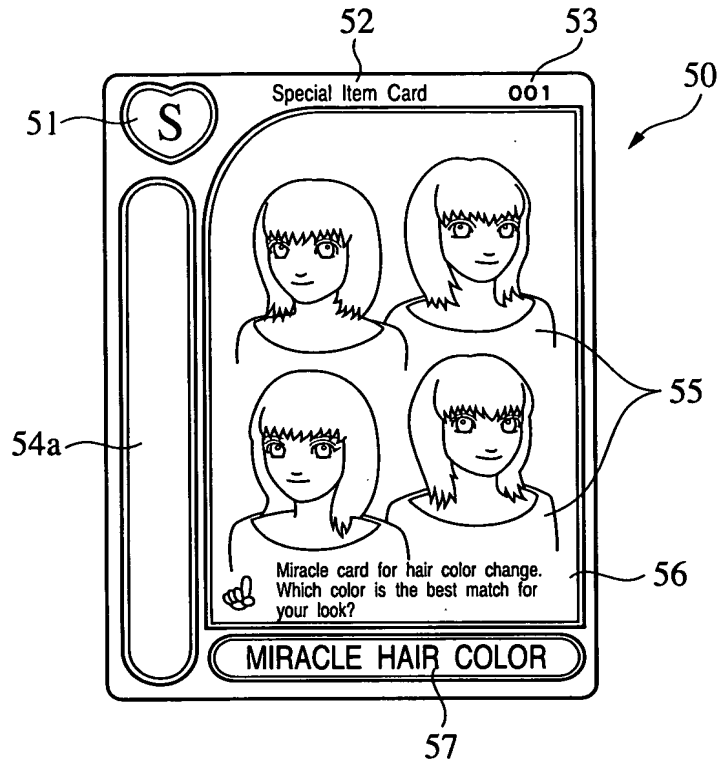
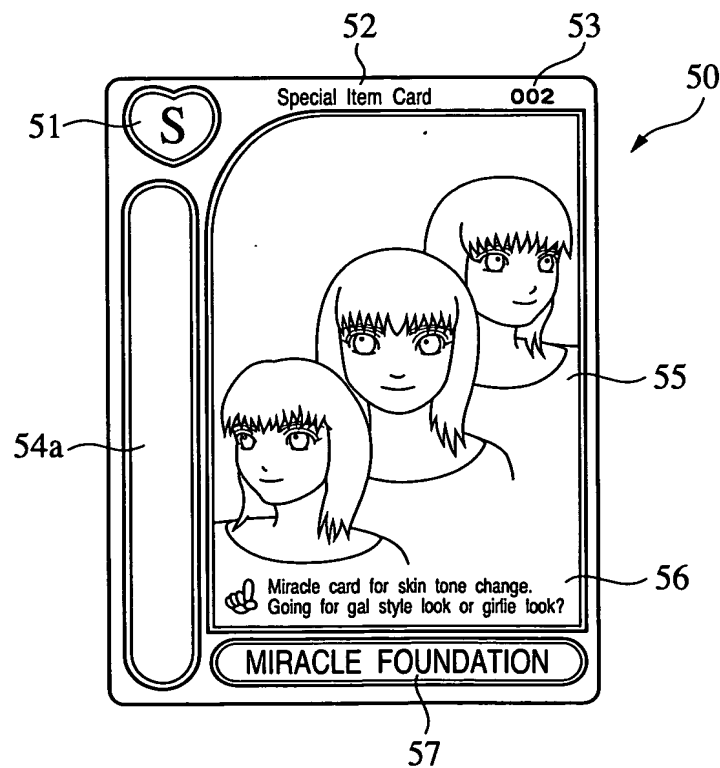


FIG. 9



(A)



(B)

[illegible]

FIG. 11

[FOOTWARE CARD]

[illegible]

FIG. 12

(A)

[OSHARE MAJO TABLE FOR LOVE]

PART	DETAILS	CONTENTS
HEAD (HAIR & MAKEUP)	MODEL DATA NAME	N_Hr001.Bipol
	TEXTURE DATA NAME	N_Hr001
		N_sFa001
CHEST (DRESSING-UP)	MODEL DATA NAME	G_FB001F.Bipol
	TEXTURE DATA NAME	G_FB001
FEET (FOOTWARE)	MODEL DATA NAME	J_FS001
	TEXTURE DATA NAME	J_FS001

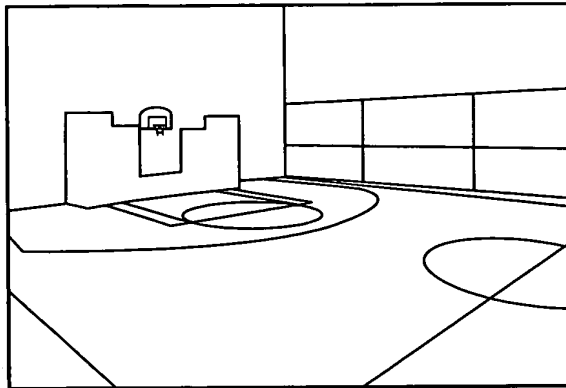
(B)

[OSHARE MAJO TABLE FOR BERRY]

PART	DETAILS	CONTENTS
HEAD (HAIR & MAKEUP)	MODEL DATA NAME	J_Hr004.Solid
	TEXTURE DATA NAME	N_Hr004
		N_sFa004
CHEST (DRESS UP)	MODEL DATA NAME	M_FB003F.Bipol
	TEXTURE DATA NAME	M_FB003
FEET (FOOTWARE)	MODEL DATA NAME	J_SS001
	TEXTURE DATA NAME	J_SS001

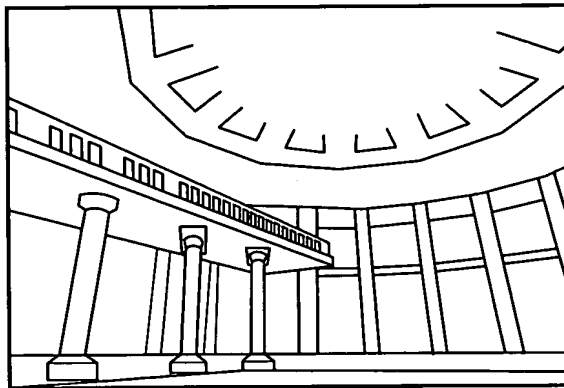
FIG. 13

[STREET COURT]



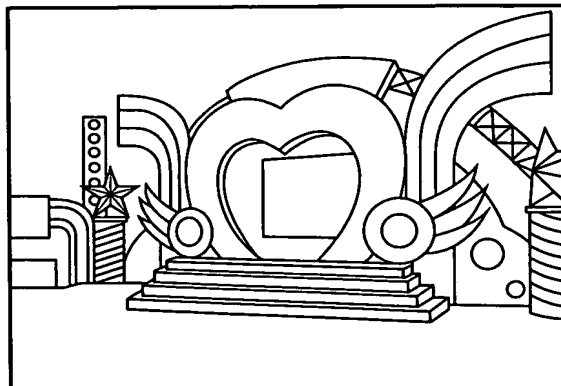
(A)

[BALL]



(B)

[IDOL STAGE]



(C)

FIG. 14

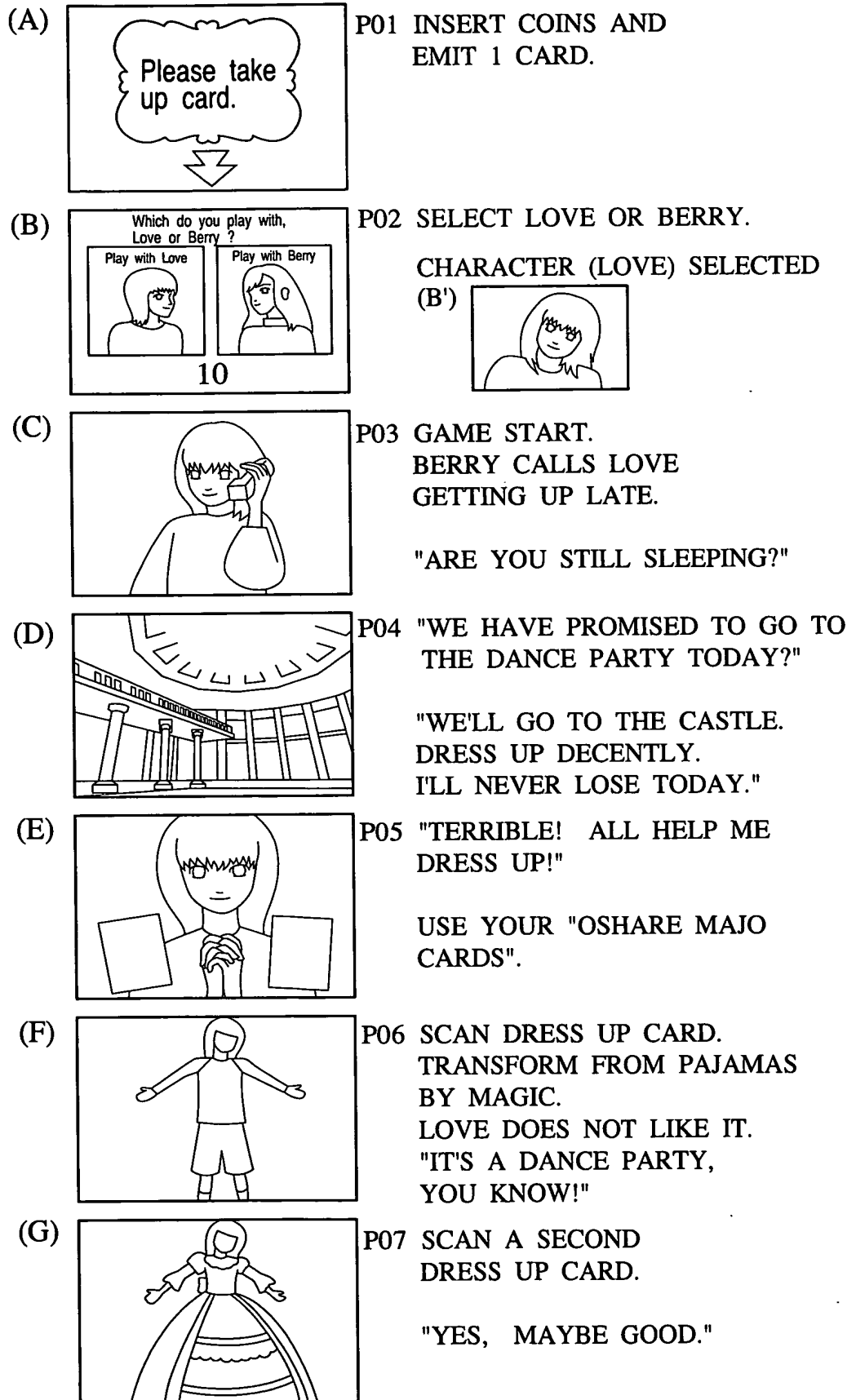


FIG. 15


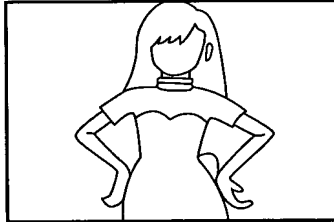
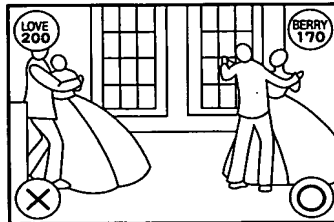
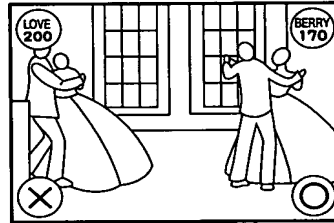
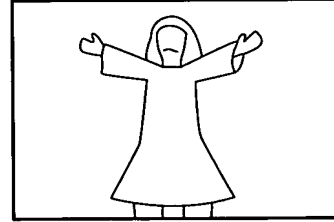
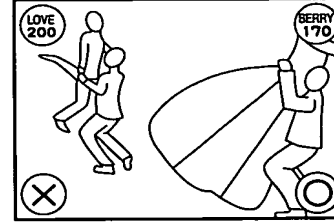

- (A)  P08 SCAN HAIR & MAKEUP CARD,
"OH, MADE IT!"
WARP THE DANCE HALL!
- (B)  P09 AT THE DANCE HALL.
BERRY IS WAITING.
"LOVE, YOU ARE LATE!"
- (C)  P10 MUSIC STARTS,
AND BATTLE STARTS.
THEY START TO DANCE WITH
RESPECTIVE PARTNERS.
- (D)  P11 CONTINUOUSLY FAILS TO
PUSH INPUT BUTTON.
- (E)  P12 LOVE'S DRESS UP MAGIC
DISAPPEARS, AND LOVE
RETURNS TO PAJAMAS.
"OH, NO!"
- (F)  P13 LOVE DANCES IN PAJAMAS
UNTIL A SUCCESSFUL INPUT.
"EMBARRASSING!"
LOVE'S SMARTNESS DEGREES
DOES NOT INCREASE.
- (G)  P14 MEANWHILE, BERRY'S
SMARTNESS DEGREE
BECOMES MAXIMUM.
"FU, FU, I'VE WON!"
WHEN BERRY WINS,
THE NEXT STAGE FOLLOWS.

FIG. 16

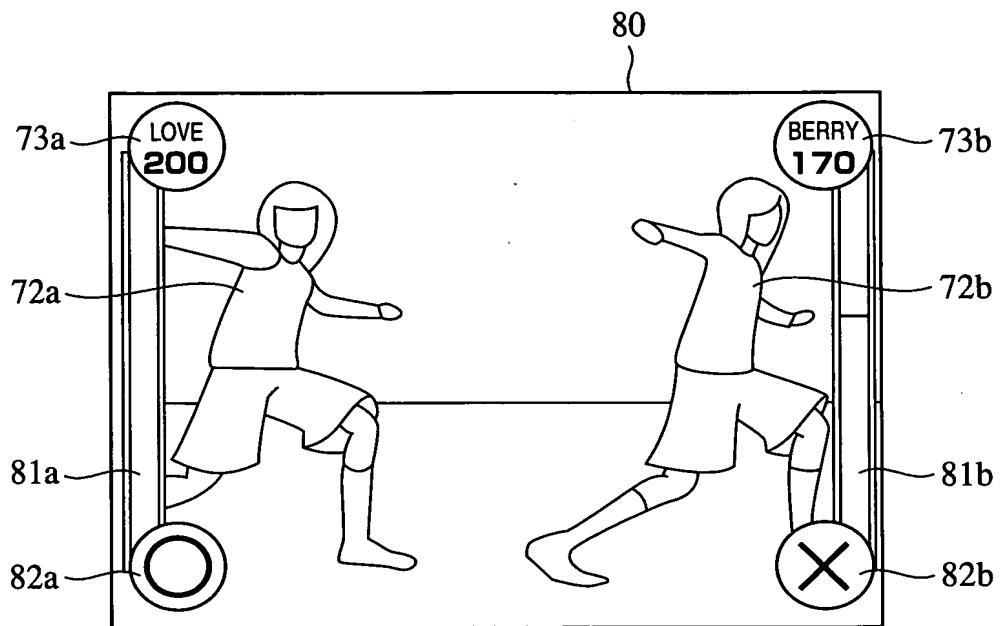
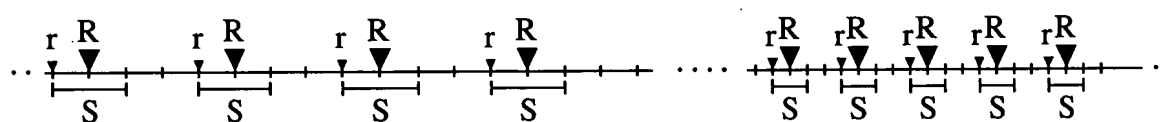


FIG. 17

(A)



(B)



FIG. 18

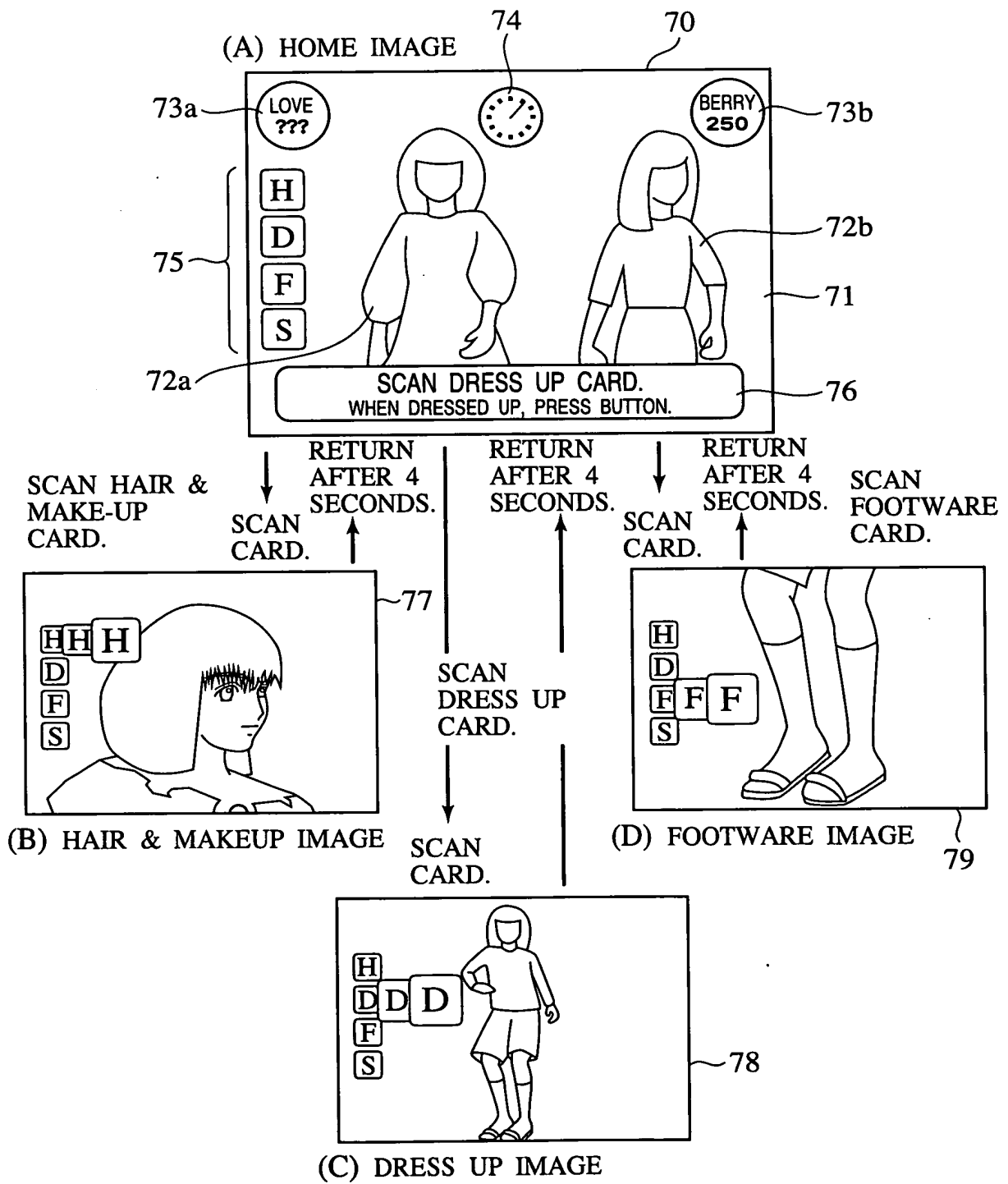


FIG. 19

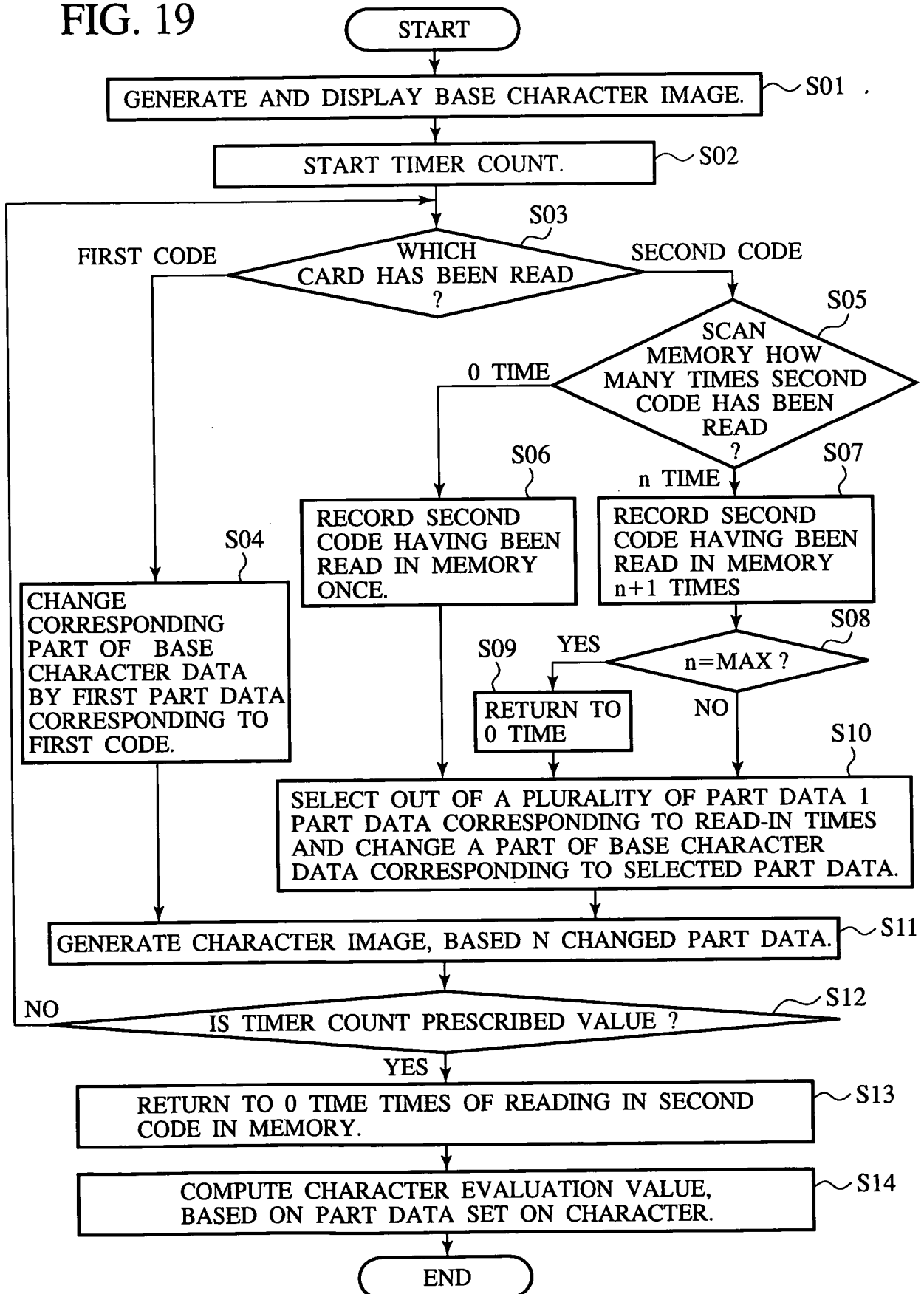


FIG. 20

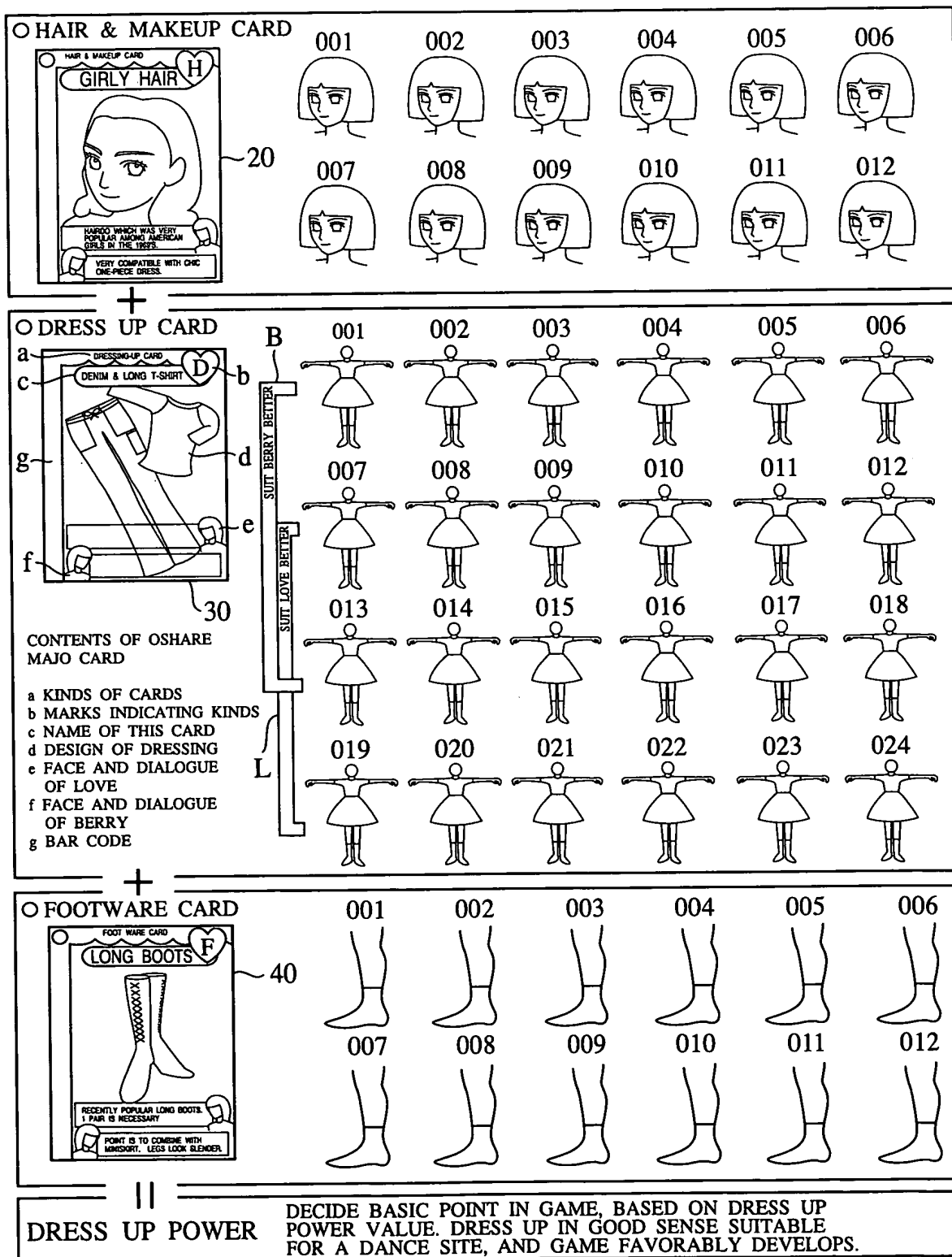


FIG. 21

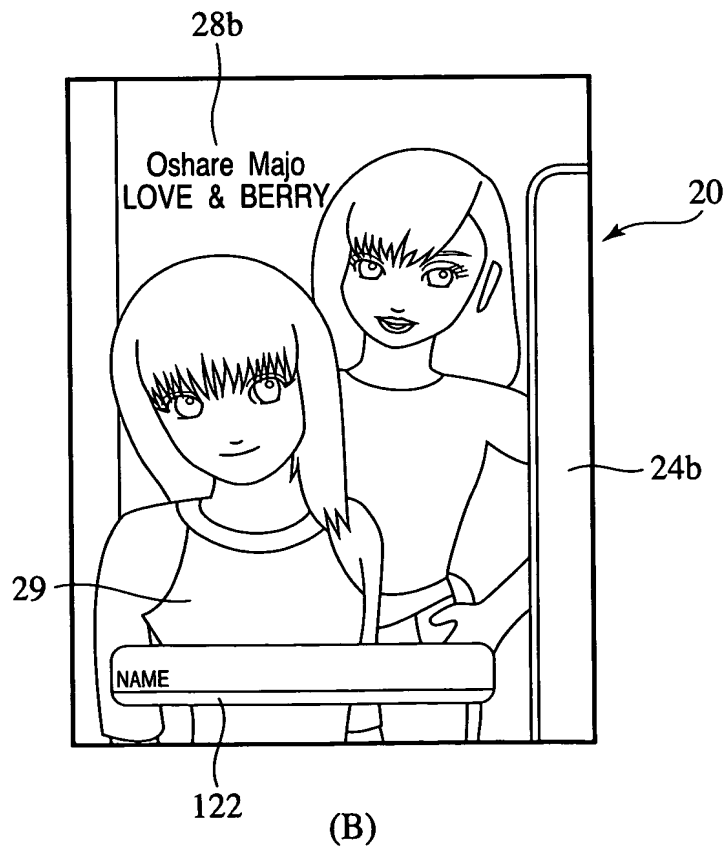
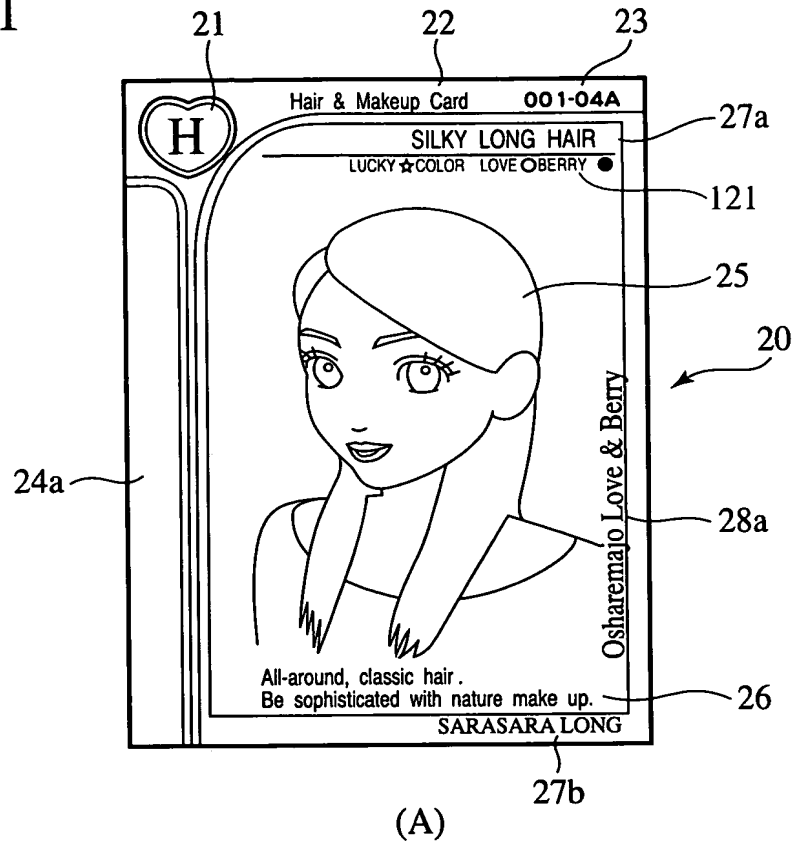


FIG. 22

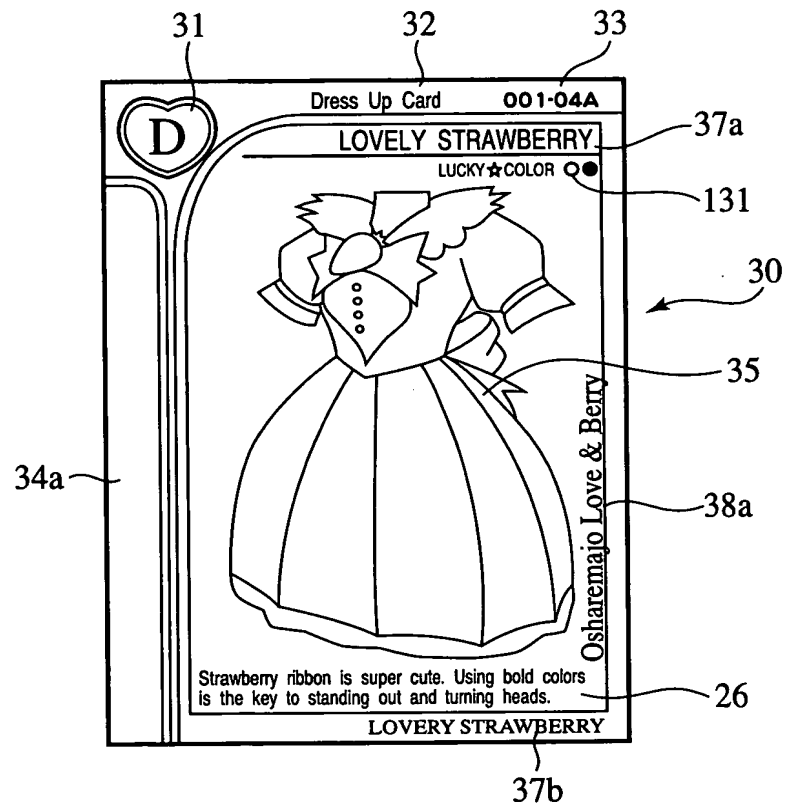


FIG. 23

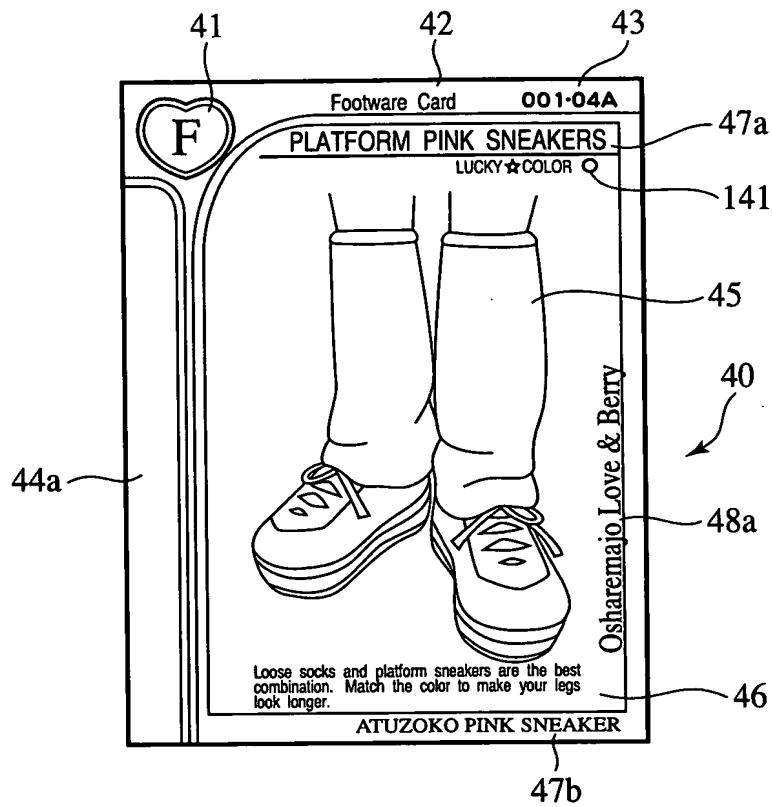
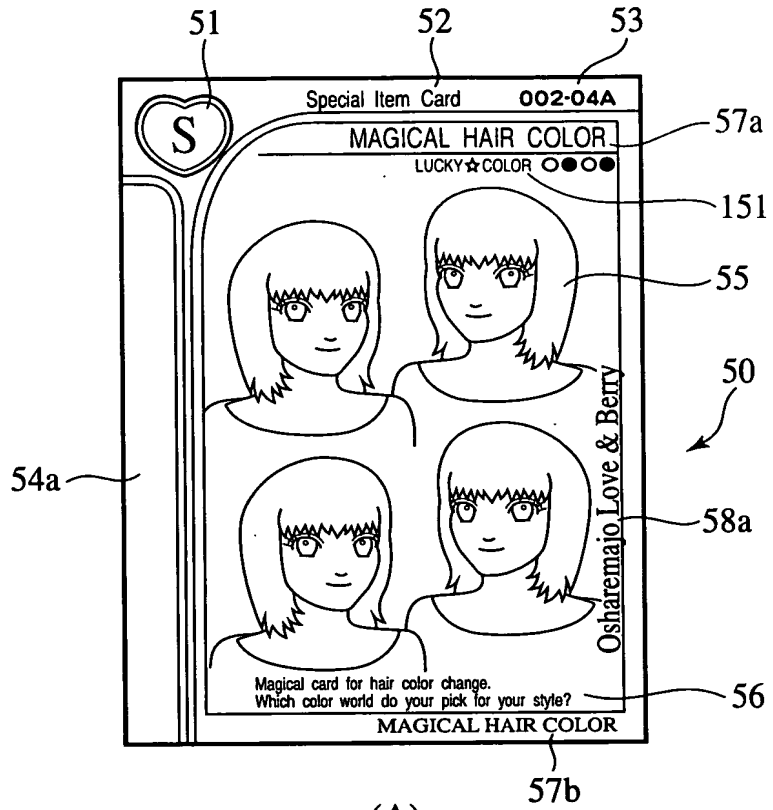
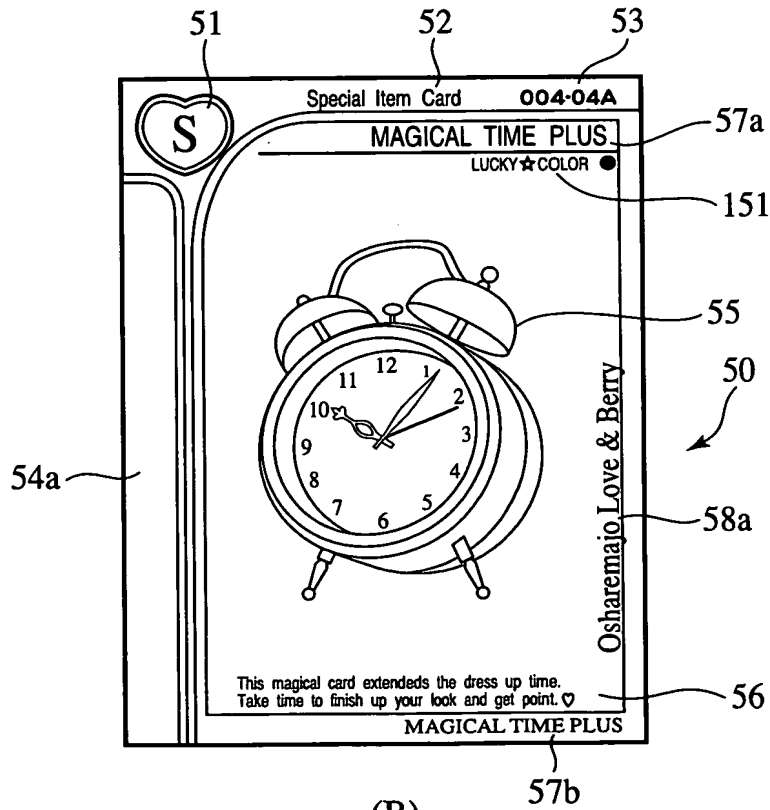


FIG. 24

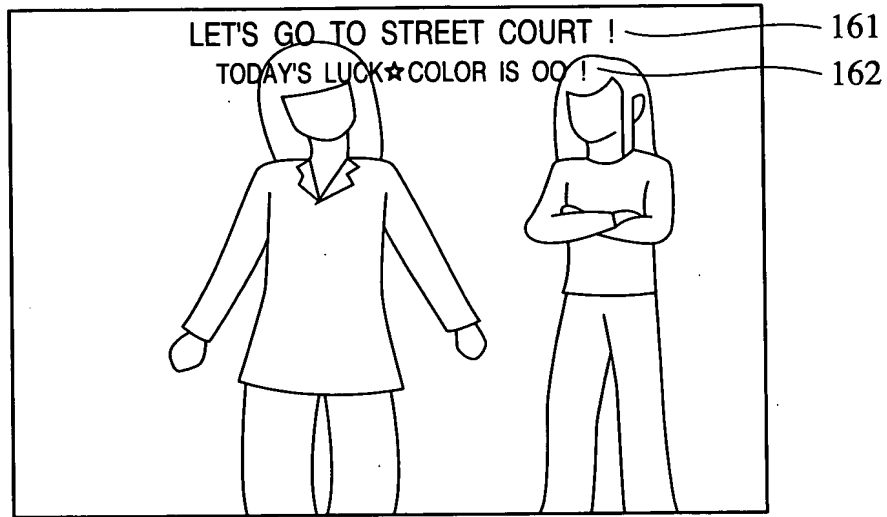


(A)



(B)

FIG. 25



(A)



(B)

FIG. 26

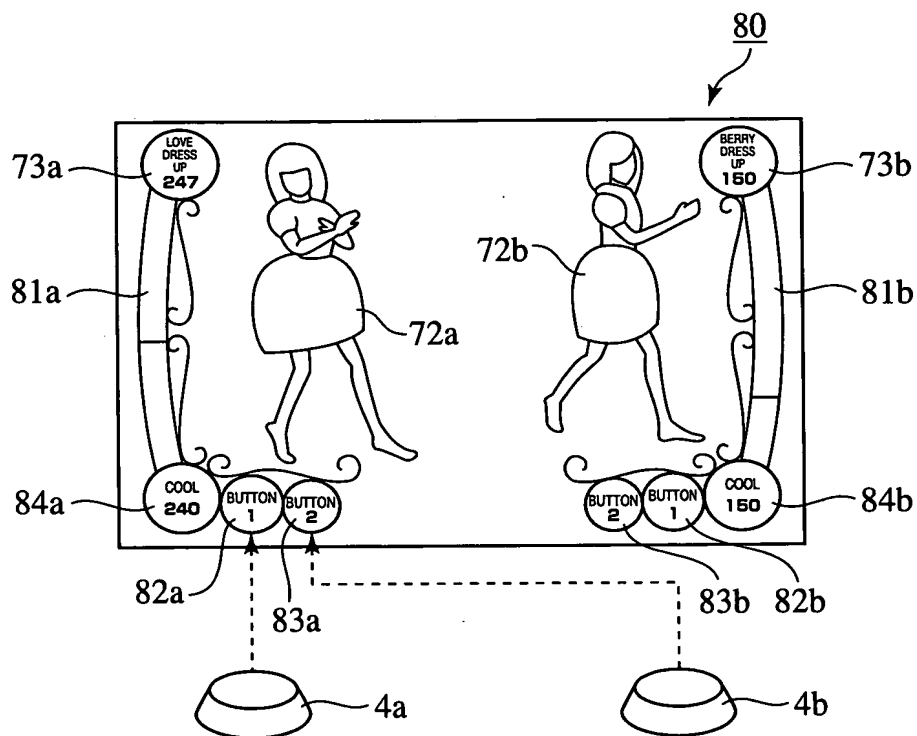


FIG. 27

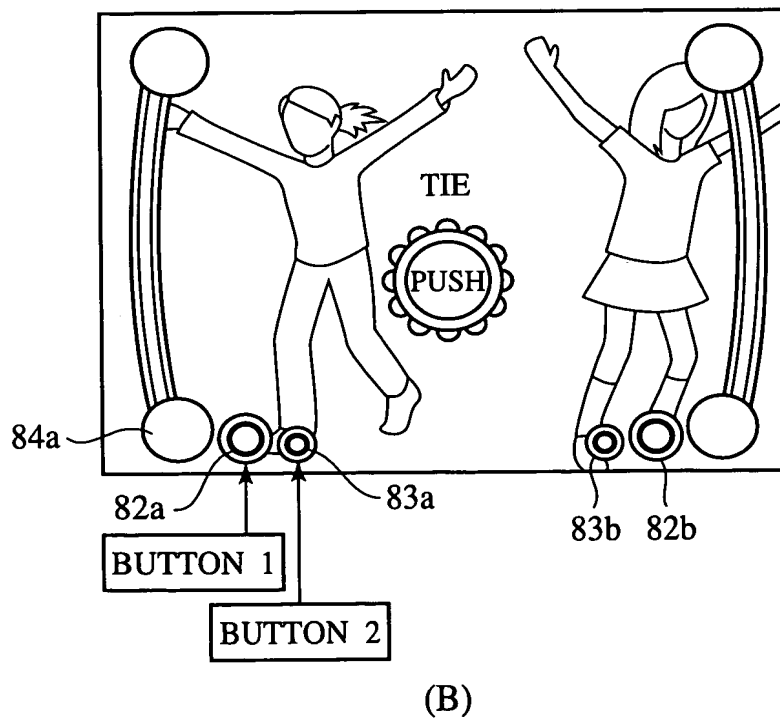
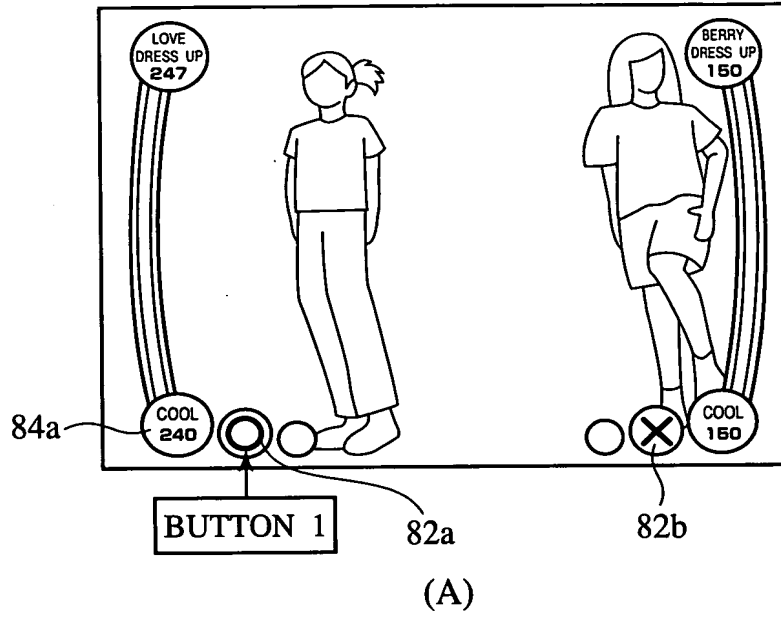
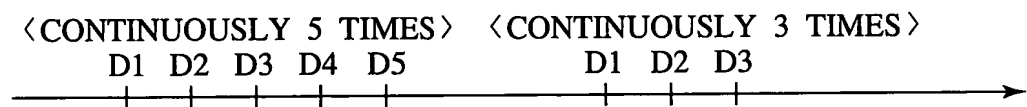


FIG. 28

(A) PUSH INDICATION



(B) BUTTON MECHANISM OK RANGE



FIG. 29

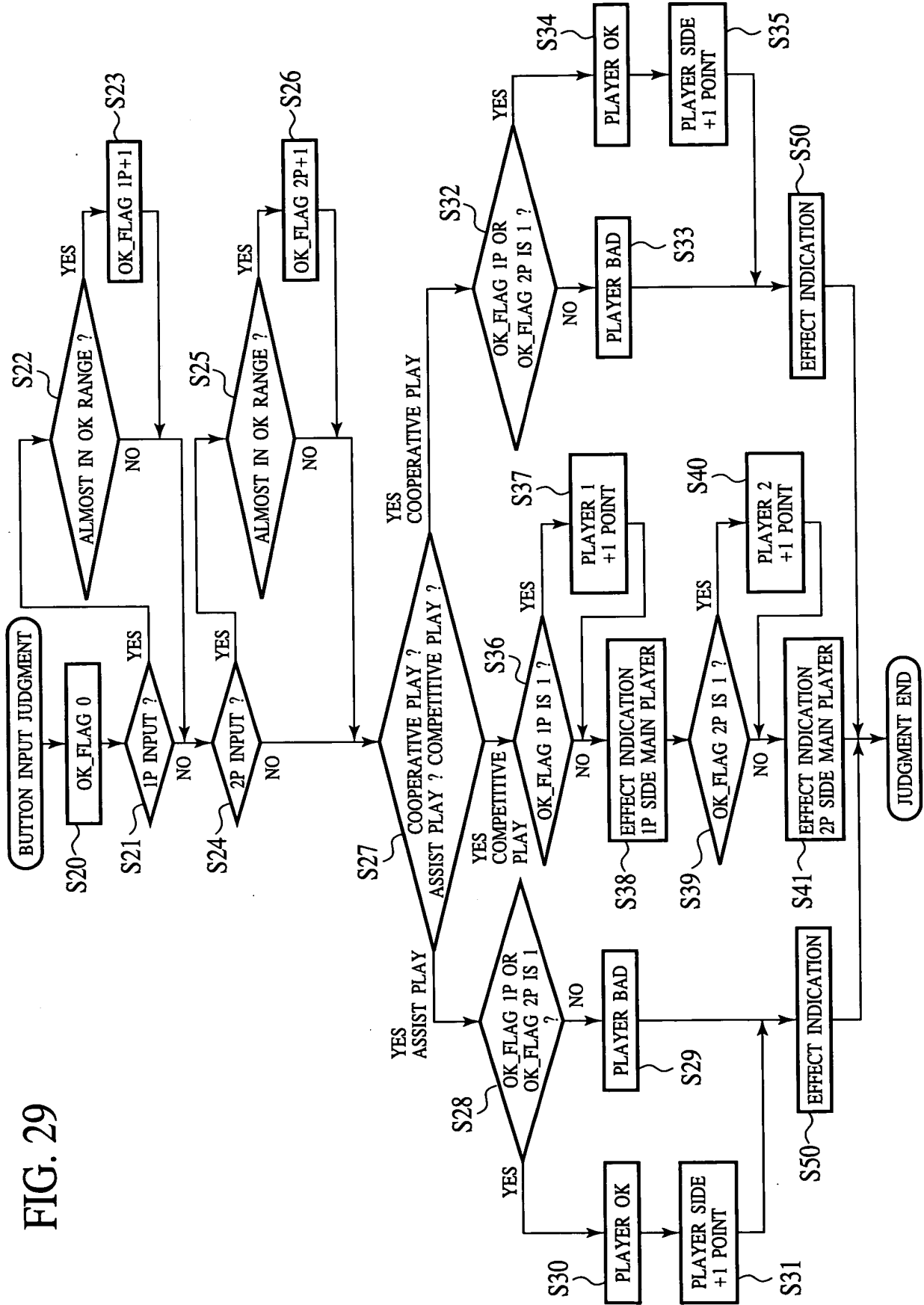


FIG. 30

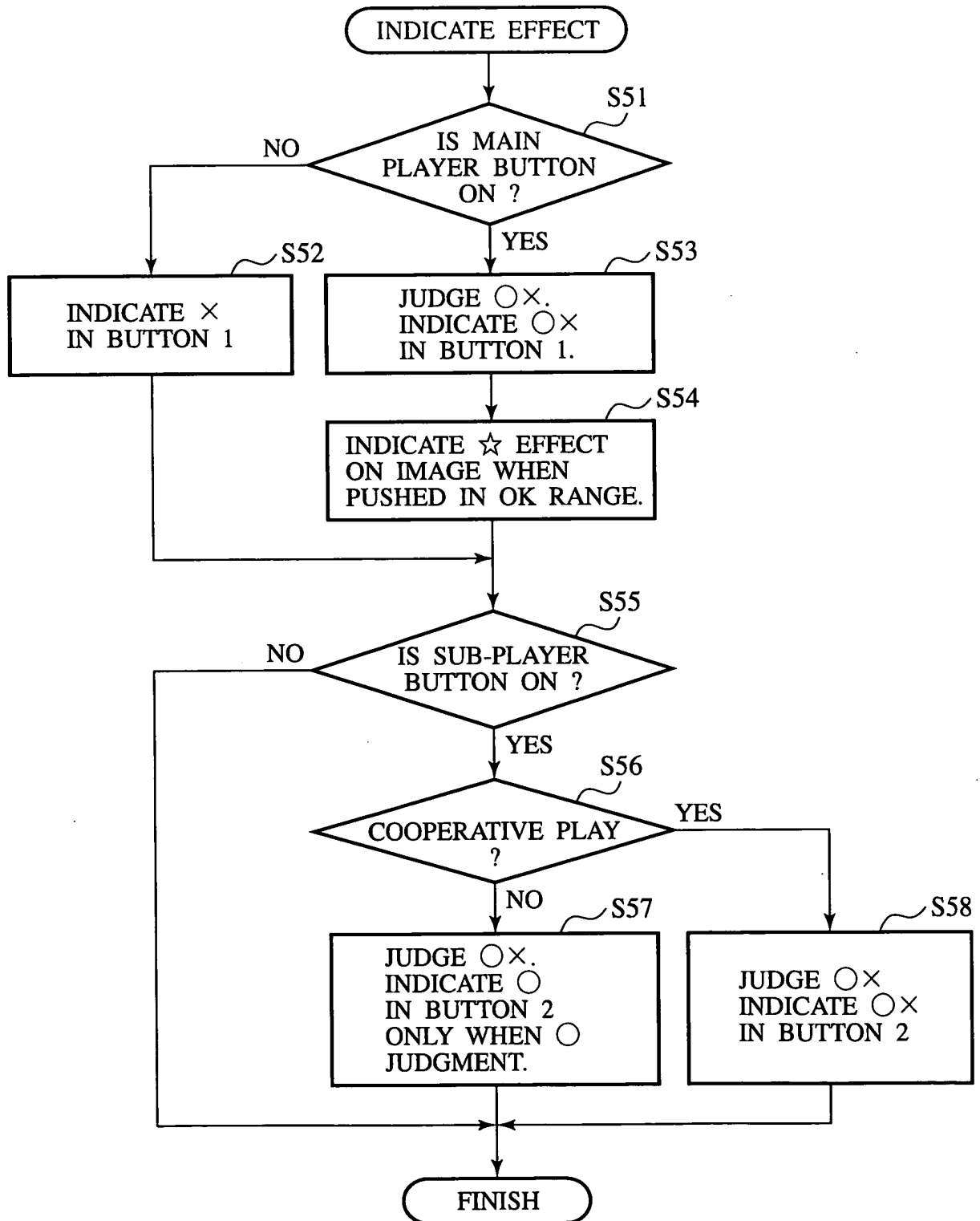


FIG. 31

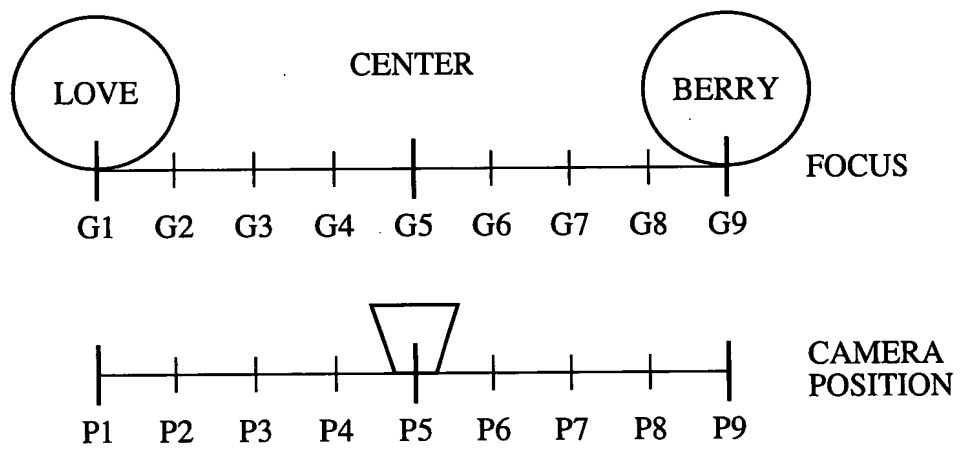


FIG. 32

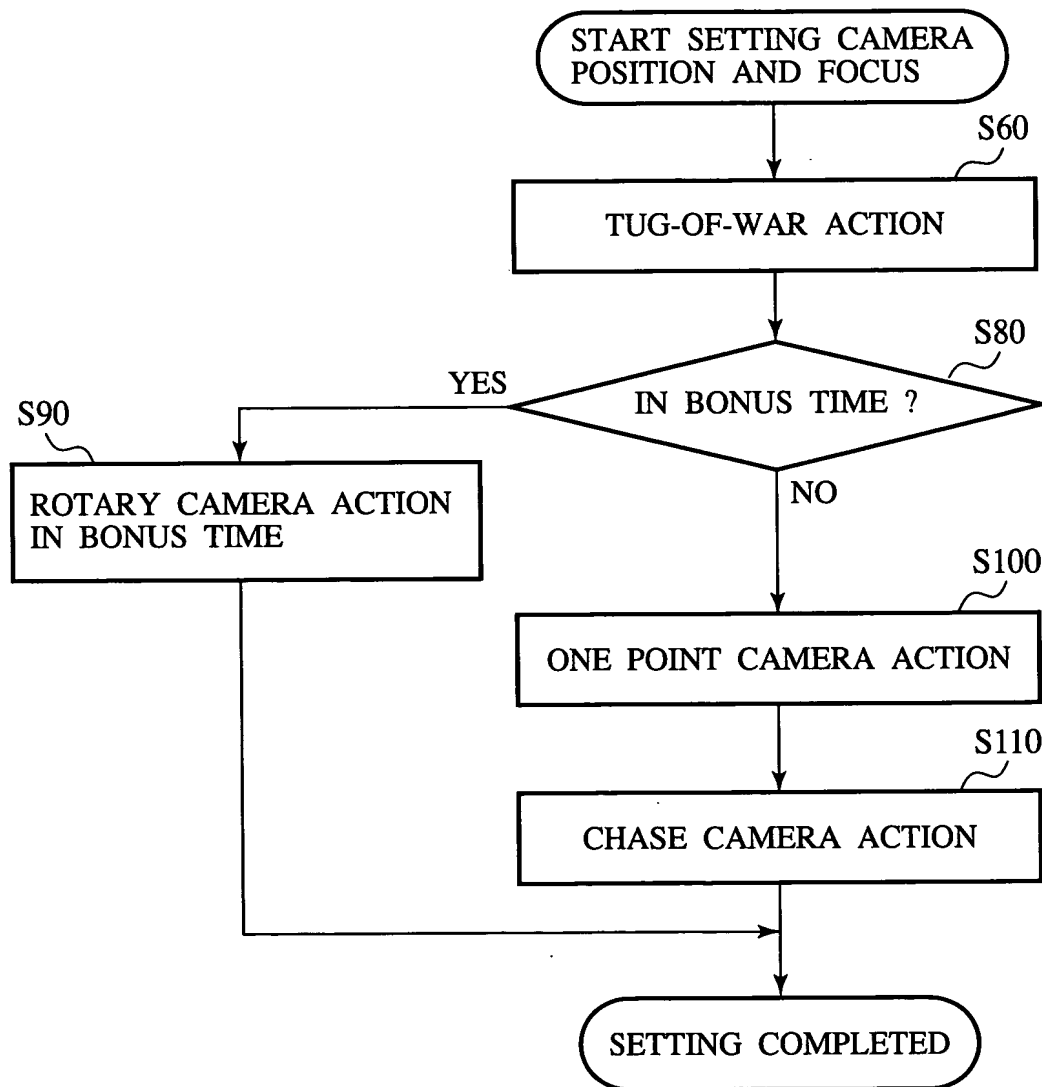


FIG. 33

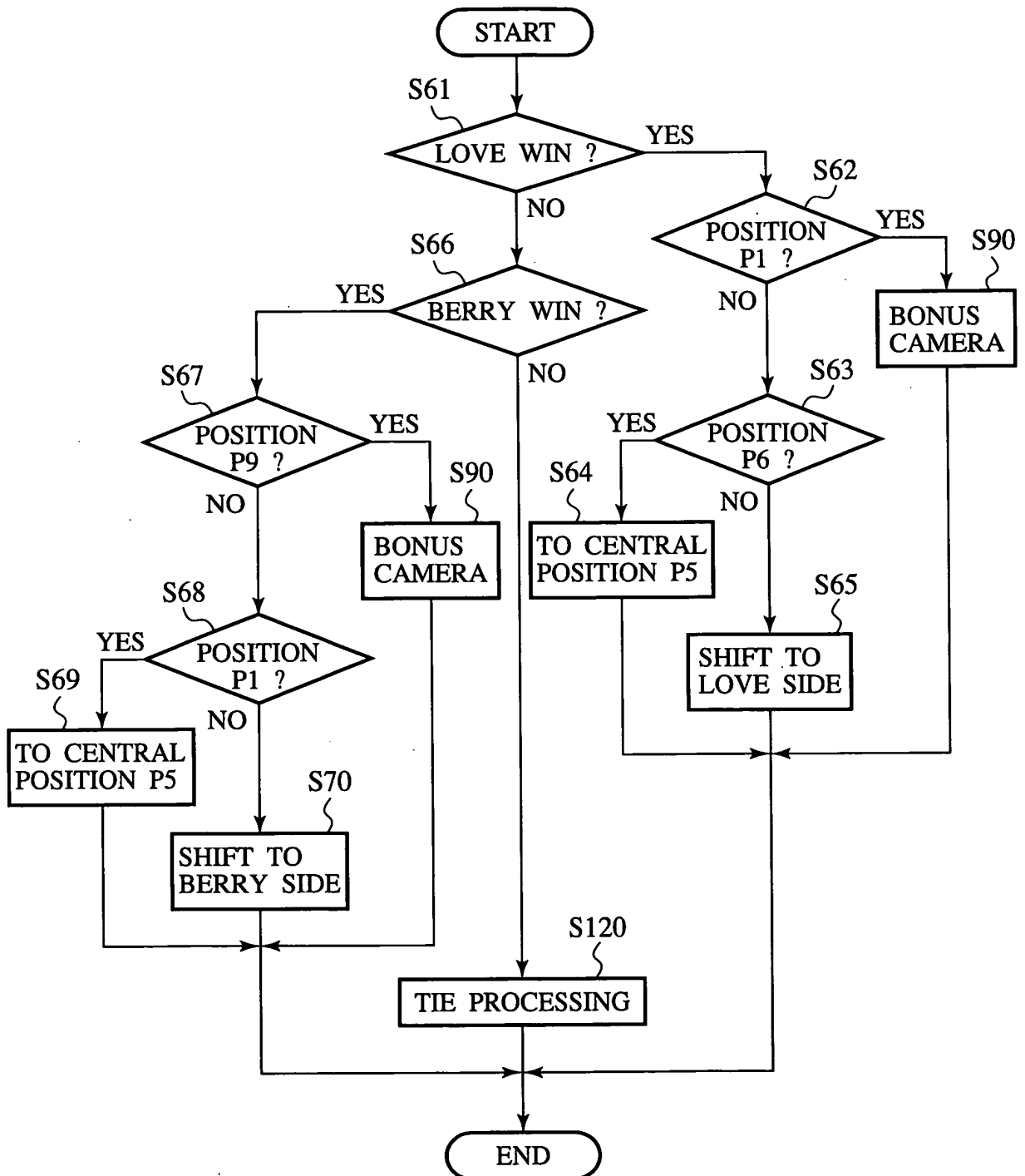


FIG. 34

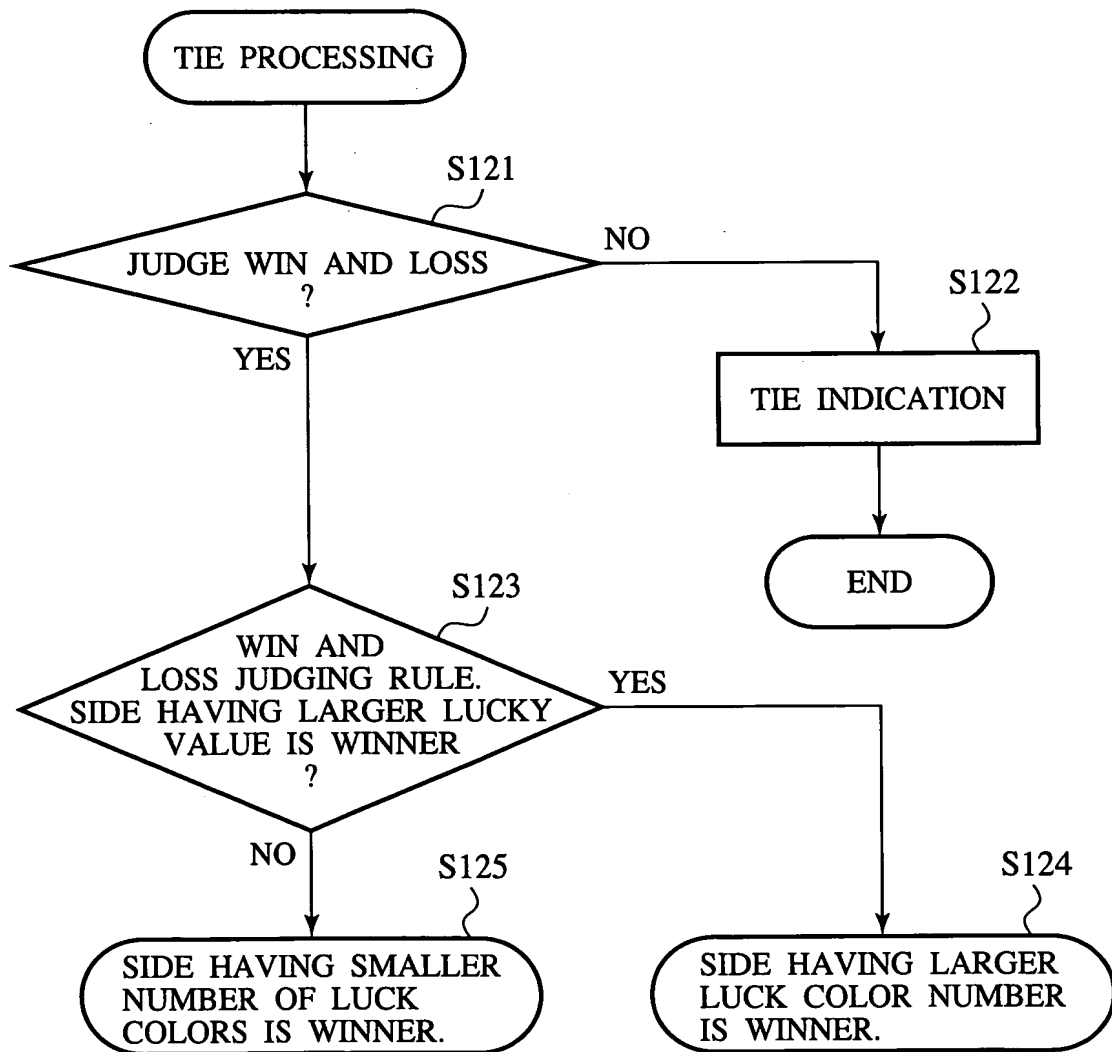


FIG. 35

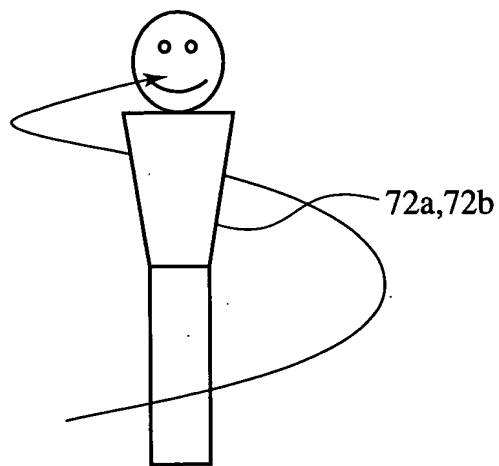


FIG. 36

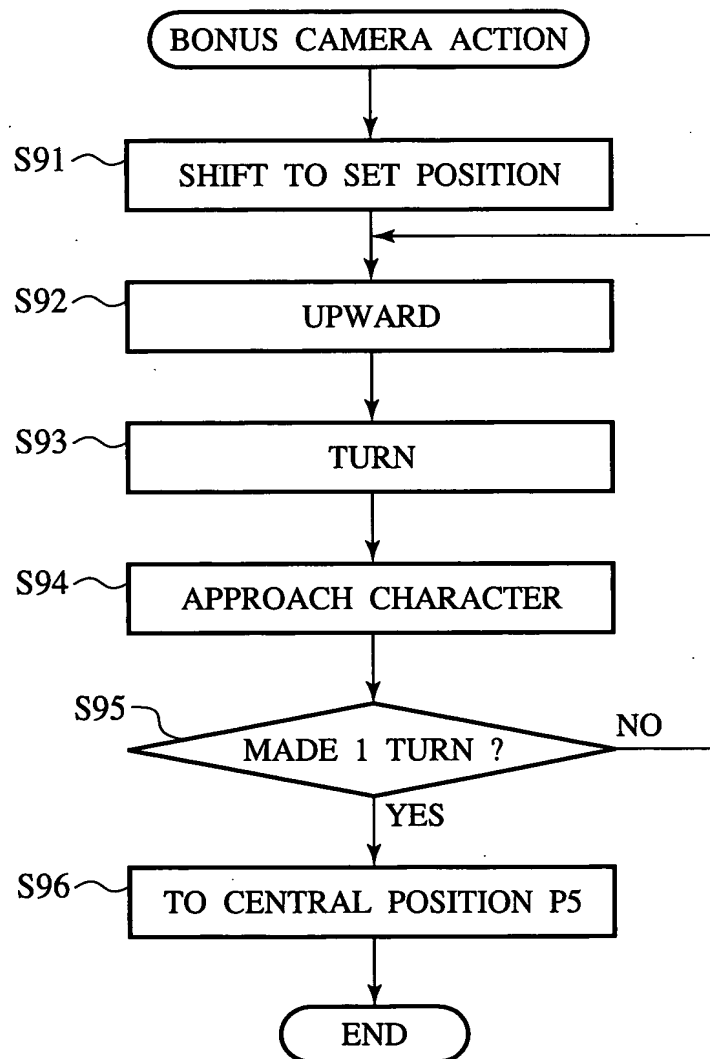


FIG. 37

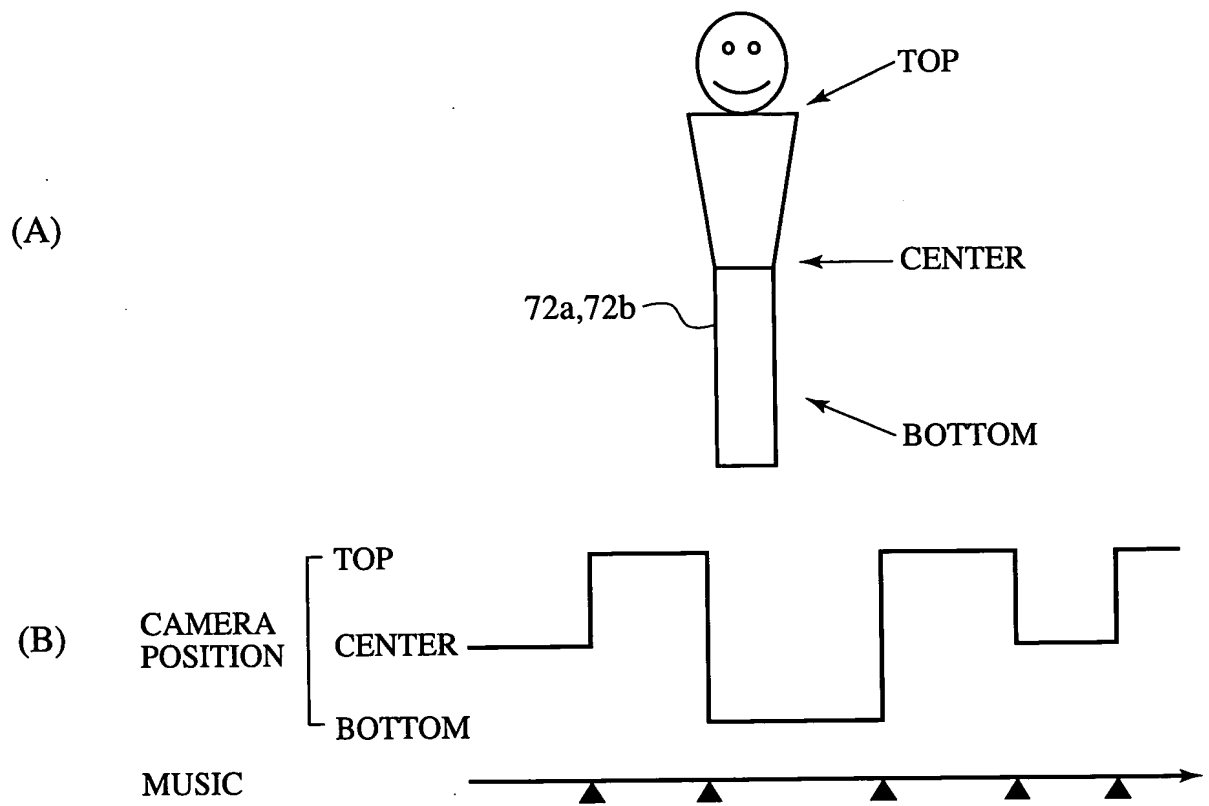


FIG. 38

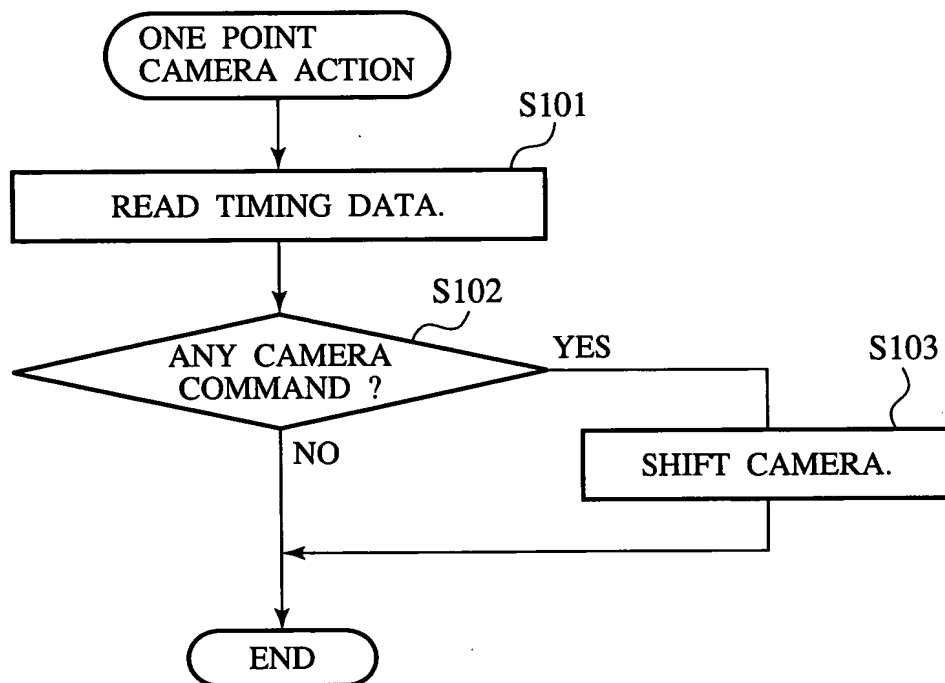


FIG. 39

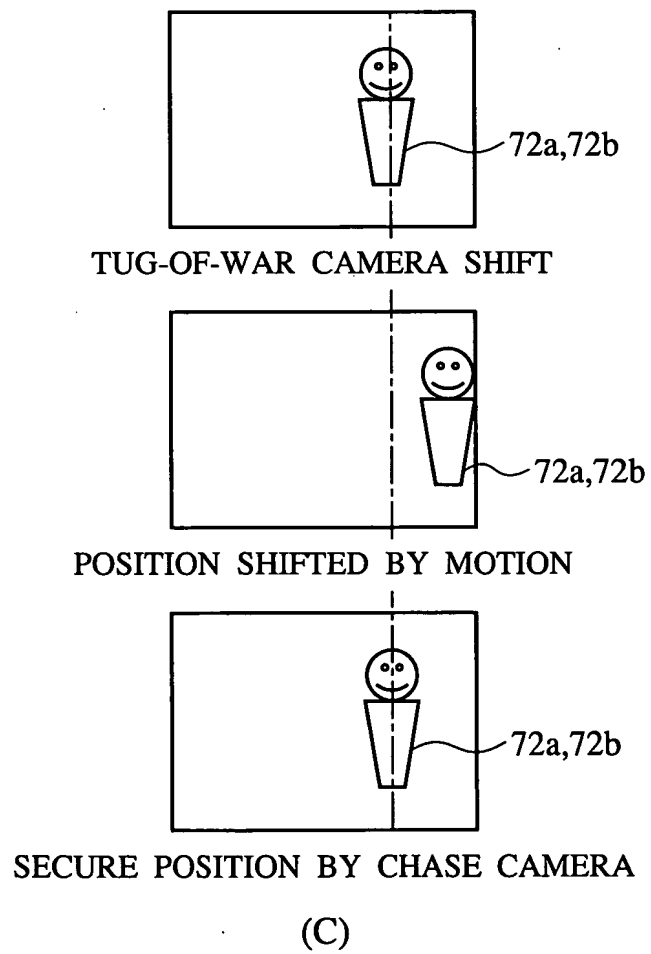
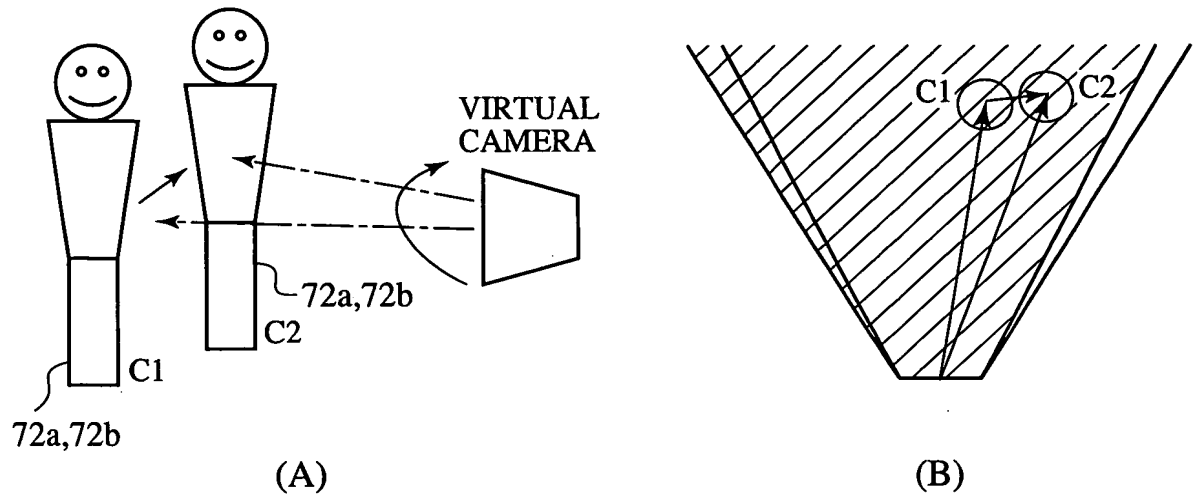


FIG. 40

